Jun-Hai Yong

List of Publications by Year
in descending order

58	1,088	361413	434195
papers	citations	20 h-index	31 g-index

60	60	60	848
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Light-weight shadow detection via GCN-based annotation strategy and knowledge distillation. Computer Vision and Image Understanding, 2022, 216, 103341.	4.7	11
2	Toward human intervention-free clinical diagnosis of intracranial aneurysm via deep neural network. Patterns, 2021, 2, 100197.	5.9	23
3	Single Depth View Based Real-Time Reconstruction of Hand-Object Interactions. ACM Transactions on Graphics, 2021, 40, 1-12.	7.2	4
4	Review of light field technologies. Visual Computing for Industry, Biomedicine, and Art, 2021, 4, 29.	3.7	17
5	Accurate Realâ€time 3D Gaze Tracking Using a Lightweight Eyeball Calibration. Computer Graphics Forum, 2020, 39, 475-485.	3.0	12
6	DenseAttentionSeg: Segment hands from interacted objects using depth input. Applied Soft Computing Journal, 2020, 92, 106297.	7.2	7
7	Image generation from bounding box-represented semantic labels. Computers and Graphics, 2019, 81, 32-40.	2.5	4
8	AU R-CNN: Encoding expert prior knowledge into R-CNN for action unit detection. Neurocomputing, 2019, 355, 35-47.	5.9	58
9	Parallax360: Stereoscopic 360Â° Scene Representation for Head-Motion Parallax. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1545-1553.	4.4	40
10	BIMTag: Concept-based automatic semantic annotation of online BIM product resources. Advanced Engineering Informatics, 2017, 31, 48-61.	8.0	43
11	Automatic Quad Patch Layout Extraction for Quadrilateral Meshes. Computer-Aided Design and Applications, 2016, 13, 409-416.	0.6	8
12	3D B-spline curve construction from orthogonal views with self-overlapping projection segments. Computers and Graphics, 2016, 54, 18-27.	2.5	6
13	Rendering chamfering structures of sharp edges. Visual Computer, 2015, 31, 1511-1519.	3.5	2
14	A query expansion method for retrieving online BIM resources based on Industry Foundation Classes. Automation in Construction, 2015, 56, 14-25.	9.8	72
15	Solving Under-constrained Assembly Problems Incrementally Using a Kinematic Method. Computer-Aided Design and Applications, 2014, 11, 417-425.	0.6	0
16	Algorithm for Directional Projection of Parametric Curves ontoB-spline Surfaces. Computer-Aided Design and Applications, 2014, 11, 468-477.	0.6	1
17	Polynomial spline interpolation of incompatible boundary conditions with a single degenerate surface. CAD Computer Aided Design, 2014, 53, 28-35.	2.7	1
18	Towards Photo Watercolorization with Artistic Verisimilitude. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1451-1460.	4.4	30

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19	Projecting points onto planar parametric curves by local biarc approximation. Computers and Graphics, 2014, 38, 183-190.	2.5	8
20	Calculating Jacobian coefficients of primitive constraints with respect to Euler parameters. International Journal of Advanced Manufacturing Technology, 2013, 67, 2225-2231.	3.0	2
21	An extended schema and its production rule-based algorithms for assembly data exchange using IGES. International Journal of Advanced Manufacturing Technology, 2012, 58, 1155-1170.	3.0	5
22	Efficient Depthâ€ofâ€Field Rendering with Adaptive Sampling and Multiscale Reconstruction. Computer Graphics Forum, 2011, 30, 1667-1680.	3.0	13
23	Improved Stochastic Progressive Photon Mapping with Metropolis Sampling. Computer Graphics Forum, 2011, 30, 1205-1213.	3.0	21
24	B-spline surface interpolation. Computer Aided Geometric Design, 2011, 28, 368-381.	1.2	0
25	ÂB-spline interpolation to a closed mesh. CAD Computer Aided Design, 2011, 43, 145-160.	2.7	3
26	Polyline approach for approximating Hausdorff distance between planar free-form curves. CAD Computer Aided Design, 2011, 43, 687-698.	2.7	26
27	Torus/Torus Intersection. Computer-Aided Design and Applications, 2011, 8, 465-477.	0.6	4
28	Filling n-sided regions with G 1 triangular Coons B-spline patches. Visual Computer, 2010, 26, 791-800.	3.5	10
29	A point-in-polygon method based on a quasi-closest point. Computers and Geosciences, 2010, 36, 205-213.	4.2	14
30	blending multiple surfaces in polar coordinates. CAD Computer Aided Design, 2010, 42, 479-494.	2.7	13
31	Realâ€time Rendering of Heterogeneous Translucent Objects with Arbitrary Shapes. Computer Graphics Forum, 2010, 29, 497-506.	3.0	23
32	Constructing G¹ quadratic Bézier curves with arbitrary endpoint tangent vectors. , 2009, , .		0
33	Dynamic video summarization using two-level redundancy detection. Multimedia Tools and Applications, 2009, 42, 233-250.	3.9	40
34	Loop Subdivision Surface Based Progressive Interpolation. Journal of Computer Science and Technology, 2009, 24, 39-46.	1.5	43
35	A torus patch approximation approach for point projection on surfaces. Computer Aided Geometric Design, 2009, 26, 593-598.	1.2	41
36	Computing the minimum distance between two BÃ©zier curves. Journal of Computational and Applied Mathematics, 2009, 229, 294-301.	2.0	20

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37	Approximate computation of curves on -spline surfaces. CAD Computer Aided Design, 2008, 40, 223-234.	2.7	14
38	Dynamic PDE parametric curves. Journal of Computational and Applied Mathematics, 2008, 220, 322-334.	2.0	3
39	A video summarization tool using two-level redundancy detection for personal video recorders. IEEE Transactions on Consumer Electronics, 2008, 54, 521-526.	3.6	20
40	Texture Analysis and Classification With Linear Regression Model Based on Wavelet Transform. IEEE Transactions on Image Processing, 2008, 17, 1421-1430.	9.8	93
41	Best uniform approximation to a class of rational functions. Journal of Mathematical Analysis and Applications, 2007, 334, 909-921.	1.0	1
42	Visual Simulation of Multiple Unmixable Fluids. Journal of Computer Science and Technology, 2007, 22, 156-160.	1.5	7
43	An offset algorithm for polyline curves. Computers in Industry, 2007, 58, 240-254.	9.9	31
44	Subdivision Depth Computation for Catmull-Clark Subdivision Surfaces. Computer-Aided Design and Applications, 2006, 3, 485-494.	0.6	19
45	An example on approximation by fat arcs and fat biarcs. CAD Computer Aided Design, 2006, 38, 515-517.	2.7	7
46	A rational extension of Pieglâ€™s method for filling -sided holes. CAD Computer Aided Design, 2006, 38, 1166-1178.	2.7	44
47	An intersection algorithm based on transformation. Frontiers of Mechanical Engineering in China, 2006, 1, 364-369.	0.4	0
48	A new algorithm for Boolean operations on general polygons. Computers and Graphics, 2005, 29, 57-70.	2.5	31
49	An algorithm for tetrahedral mesh generation based on conforming constrained Delaunay tetrahedralization. Computers and Graphics, 2005, 29, 606-615.	2.5	11
50	Mesh blending. Visual Computer, 2005, 21, 915-927.	3.5	7
51	Line Segment Intersection Testing. Computing (Vienna/New York), 2005, 75, 337-357.	4.8	5
52	Adaptive Subdivision of Catmull-Clark Subdivision Surfaces. Computer-Aided Design and Applications, 2005, 2, 253-261.	0.6	7
53	A New Distillation Algorithm for Floating-Point Summation. SIAM Journal of Scientific Computing, 2005, 26, 2066-2078.	2.8	16
54	Automatic G1 arc spline interpolation for closed point set. CAD Computer Aided Design, 2004, 36, 1205-1218.	2.7	11

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55	Geometric Hermite curves with minimum strain energy. Computer Aided Geometric Design, 2004, 21, 281-301.	1.2	70
56	Degree reduction of B-spline curves. Computer Aided Geometric Design, 2001, 18, 117-127.	1.2	21
57	Bisection algorithms for approximating quadratic BÃ©zier curves by G1 arc splines. CAD Computer Aided Design, 2000, 32, 253-260.	2.7	23
58	A note on approximation of discrete data by G1 arc splines. CAD Computer Aided Design, 1999, 31, 911-915.	2.7	22